

WARHAMMER FANTASY ROLE-PLAY I



◆ IT'S YOUR FUNERAL ◆

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♦IT'S YOUR FUNERAL♦

A MULTI-PLOT ADVENTURE FOR WARHAMMER FANTASY ROLEPLAY

BY GRAEME DAVIS AND OTHERS



INTRODUCTION

At GenCon 2019, I gave a talk that I called 'Whose Night is Rough Anyway?' in which I described the process of creating multi-plot adventures like those in the newly-released **Rough Nights & Hard Days**. As the audience called out ideas, we created the germ of the adventure that you are now reading.



RUNNING THIS ADVENTURE

This adventure is divided into the following sections:

The Garden of Morr: This section describes a typical Garden of Morr, which might be found in any city or larger town throughout the Empire, and indeed, the Old World. With a few changes to NPC names and other details it can be reused in your own adventures.

Starting the Adventure: This section provides a selection of leads to bring the party here for this adventure. You can use them, adapt them, or substitute them for whatever works in your own campaign.

Plot Summaries: This section lays out the seven plots that are colliding in the course of the adventure.

Events: This section sets out what will happen if the PCs take no action. It is intended to help you rather than restrict your options, so do not worry if you find that events take on a life of their own.

Resolution: This section covers experience point awards and offers some possibilities for future adventures.

Non-Player Characters: Individual profiles are provided for all of the named NPCs, and generalised profiles are given for each type of lesser NPC.

The main thing to remember is that an awful lot of things are happening at once. Needless to say, events from different plots will end up clashing with each other, and of course, there is no accounting for what Characters will do, even in the most straightforward of situations. When things do go wrong, as they surely will, you decide what happens.

THE GARDEN OF MORR

This adventure takes place in a Garden of Morr belonging to a large town or small city anywhere in the Empire. The garden is situated a short distance from one of the town or city gates, and is reached by a short, gravel-topped road.

THE WALL AND GATES

The Garden is surrounded by 12-ft high spiked iron railings, except for the front where a stone wall flanks a pair of iron gates. To either side of the gates are the sexton's cottage and the tool shed. The cottage is a simple, two-room affair, and the shed holds various pieces of equipment: a wheelbarrow, picks and shovels, and gardening tools for maintaining the rose garden and the rest of the grounds. Both buildings are kept locked.

THE CHAPEL

In the tradition of Morr's worship, the chapel is an open structure of dark stone. It has no doors, its open portals symbolising the fact that Morr's kingdom is always open.

THE ROSE GARDEN

The traditional black roses of Morr grow wild throughout the graveyard, but a formal rose garden is laid out around the chapel.

THE TOMBS

The nobility, and the wealthier middle classes, insist on a family mausoleum rather than a plot of humble graves. These monuments are designed to show off the wealth and prestige of their owners, and as with their houses, the location is as important as the structure itself.

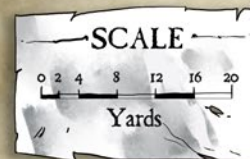
The tombs of the nobility and the wealthiest townsfolk surround the rose garden, facing inward toward the chapel. No expense has been spared as the families strive to outdo each other. Other family tombs line the four main walkways, with the grandest closest to the chapel. The humblest tombs are those at the back of the garden, along the walk that leads to the paupers' plot.

One of the tombs (marked X on the map) is actually a store room for ritual equipment — necessary since the chapel has no doors and, therefore, cannot be locked up. It is disguised as a tomb to preserve the architectural harmony of the Garden. Anyone who looks will see that it bears no family name or insignia.

THE GARDEN OF MORR - GM VERSION

GARDEN OF MORR

- 1 Sexton's Cottage
- 2 Tool Shed
- 3 Chapel
- 4 Fürstenrecht Tomb
- 5 Ledermann Tomb
- X Store Room (False Tomb)
- Y Grave Robbers' Hiding



THE GRAVES

The rest of the populace bury their dead in the four quadrants of the garden, beneath headstones and other small monuments. The upper middle classes are buried closest to the centre, with those of more modest means toward the edges of the garden. At the very back is a grassy area where the unmarked graves of paupers, criminals, and the unknown are located. Maintained at public expense — which is to say, at no expense at all — these graves are untended and the area is generally avoided.

STARTING THE ADVENTURE

The adventure starts when the preparations for the doktor's funeral are underway, at noon on the day of the ceremony.

CHARACTERS' INTRODUCTION

The Characters can have many different reasons for being at the Garden of Morr on this particular afternoon. Here are a few ideas. Feel free to adapt them to suit your game, or make up something of your own!

The Trail of the Loathsome Brine

While investigating a ring of necromancers, the Characters recently uncovered the name of Doktor Ledermann's home town on a note regarding the shipment of 'pickled goods'. They have reason to believe that this description applies to illicit shipments of bodies and body parts in casks of brine. Arriving in town, they learn almost immediately that he has recently died, and that his funeral is today.

A Vital Message

During their adventures, the Characters have made the acquaintance of a priest of Morr — or perhaps, one of them is a priest or devout follower or the god of death. They have been sent to Father Erwin Trauer with a letter from one of his old comrades in the Order of the Black Guard. Perhaps the letter is in reply to an inquiry he made regarding his suspicions of the doktor, or perhaps it concerns another matter entirely. Whatever the case, Father Erwin asks them to wait until he has dealt with a couple of funerals.

Where There's a Will — There's a Relative

Noble Characters might be allies or even distant relatives of the Fürstenrecht family, come to pay their respects, and hopeful of a mention in the will — or at least, of the chance to increase their influence with this minor noble house. Arriving on the appointed day, they find that the funeral of some person from the town has inexplicably been given precedence.

Tying Up Some Loose Threads

The Characters are following the trail of an assassin nicknamed 'the Seamstress' because of her preference for poisoned needles. It has led them to this town on this day, where they have reason to believe the assassin will strike again — although they may or may not know the name of the intended victim.

Just Passing Through

Any kind of business might have brought the party to the town, and they may simply see the crowd of mourners gathering and decide to see what is going on.

PLOT SUMMARIES

Plot 1 – The Good Doktor

This afternoon sees the burial of Doktor Albrecht Ledermann. A large crowd of mourners is expected, made up in large part of those whose lives the good doktor has saved during his 40 years as the town's most prominent physician. His popularity is due in no small part to the fact that he never refused to treat those who could not afford to pay his usual fees. Of course, he lost a few patients, as any physician must do from time to time, but almost no one in the town suspects that some of his 'failures' were actually necromantic experiments — or that his greatest experiment, with himself as the subject, is to take place shortly after the funeral, when he intends to rise from the dead as a Liche.

Plot 2 – The Privilege of Rank

It just so happens that the aged Countess Elise von Fürstenrecht died shortly after the good doktor. Her heirs are eager to see her buried as soon as possible so that her will can be read and her estate distributed among them. The family expects that their rank will be respected, and any other funerals will be postponed. What they do not know is that the newly-widowed Greta Ledermann has a compelling reason to make sure that the Fürstenrecht family tomb remains closed until after the doktor's funeral (see Emergency Logistics below).

Plot 3 – The Apprentice

Becoming a Liche, arguably the most powerful of the Undead, is not something to be undertaken lightly. Doktor Ledermann has made extensive preparations for his apprentice to carry out. Christof Burcke is his apprentice in both medicine and necromancy, and has acquired a body from some grave robbers along with a coffin (coffin C) which is identical to the one holding the doktor's body (coffin A). The apprentice's plan is to switch the coffins and, with the help of the same three grave robbers, Morri, Klaus, and Willi, to spirit the doktor's body away to a secret laboratory where an ancient Khemrian manuscript and other necessary items are waiting.

Plot 4 – A Suspicious Character

Gustav Weil is an Amethyst wizard who has been following a trail for over a year — that has led him to Doktor Ledermann. Arriving in town — just in time to hear of the good doktor's death — he is attending the funeral incognito, in order to determine how many others are in league with the dead necromancer.

Plot 5 – Creating a Scene

The townsfolk do not know that the good doktor has an illegitimate son, now an adult. The only thing Albrecht Wenger ever got from his father was his first name. His mother died of a broken heart. Now Albrecht plans to take his revenge at the funeral.

He has engaged the services of Ute Maller, an aspiring actress, to play the role of a spurned mistress. Ute will turn up at the funeral with a child in tow to embarrass the Ledermann family. What Albrecht does not know is that the child is a Halfling assassin in disguise. Ute herself is aware that her companion is a Halfling — she follows the old adage about never working with children or animals — but is quite unaware that she has been tricked into hiring an assassin rather than a fellow actress!

Plot 6 – For the Safety of All

The good doktor corresponded with several other necromancers across the Old World, and at least one of them fears being exposed as a result of the funeral. They have hired the assassin Willa 'the Seamstress' Belbrag to kill Christof, Ledermann's apprentice, who knows too much, along with anyone else who might know, or find out, anything that could lead back to them.

Plot 7 – Emergency Logistics

Unknown to all but a few close associates, Greta Ledermann is the town's foremost smuggler. While everyone assumes that the doktor made all the money, in fact, she earns far more than her husband ever did. A vital part of Greta's supply line is a storeroom and staging area in the Fürstenrecht family crypt.

With the sudden death and impending burial of Countess Elise, though, Greta and her crew, Einzel and Kautabach, have only a short time to move some illicit goods that are currently stored there. To that end she has acquired two identical coffins. One (coffin A) contains the body of her late husband, while the other (coffin B) is in the Fürstenrecht tomb, filled with a king's ransom in Ranald's Delight.

Greta cannot give way to the Fürstenrecht funeral, and is counting on a disturbance at the gates to provide a diversion so that she can switch the coffins, securing the contraband in the Ledermann family vault and hiding the coffin with her husband's body under a canvas behind the tool shed.



EVENTS

These events can be affected by whatever the Characters do and where they are at any particular time. You should also feel free to change any event as desired.

EARLY THAT MORNING

Before the sun is up, Christof's grave robbers enter the Garden using a secret entrance which only they know about. They are dressed as labourers and have coffin C (containing a randomly-acquired corpse) on a hand cart. They pick the lock on tomb Y (see map), move the coffin inside, park the hand cart behind the tomb, and wait inside for Christof.

NOON

Küster the sexton opens the store room and begins setting up the chapel for a funeral. First, he drapes a black altar-cloth over the plain, stone altar where the coffin will rest during the service. Next, he sets a tall black-iron candlestick at each corner of the altar, and places a black wax candle in each. Finally, he sets up rows of folding chairs in front of the altar.

1:15

Townsfolk begin to arrive for the Ledermann funeral, milling about in the rose garden. Among them is Gustav Weil. He stands at the back, talking to no one but making sure he has a clear view of the altar.

Among the mourners is a woman no one recognises. She is leading a small girl by the hand — five or six years old, judging by her height. Both their faces are obscured by dark mourning veils. They are Ute Maller the actress and Willa Belbrag the halfling assassin. The woman sobs occasionally, raising her veil to wipe her eyes with a handkerchief, and from time to time she kneels down and clutches the child to her with a fierce intensity. Anyone who approaches kindly will hear a sad tale of an affair with the doktor, an unacknowledged child, and a life of poverty and disgrace. Ute has been primed with this story by Albrecht Wenger — it is based on his own story, with very few changes — and over the next several minutes, the tale spreads through the crowd. Albrecht, meanwhile, stands to one side, not acknowledging Ute and Willa, but observing the effect their presence has on the other mourners.

Christof Burcke arrives quietly, bypassing the crowd and heading for tomb Y — where he ensures that his grave robbers are ready.

1:30

The Ledermann procession leaves town, and from the gate of the Garden it is possible to see Greta and her sons, Reiner and Dieter, walking behind the coffin, which is carried on a cart drawn by a black horse and draped in black cloth. Behind them is a long procession consisting of prominent guild folk and past patients of the good doktor.

1:35

The Fürstenrecht procession leaves the town. It is grand, with the coffin carried in an open-sided coach swathed in black and gold, drawn by six large black thoroughbred horses with black plumes on their heads, and flanked by six guards in Fürstenrecht livery carrying halberds. Countess Minette von Fürstenrecht, the grand-niece of the deceased Countess Elise and heir to the family's name and lands, rides behind in a smaller coach, with four footmen walking beside her. Seated beside the driver is Karsen, the family butler, and behind comes a procession of servants and hangers-on which, while more richly dressed, is noticeably shorter than its competitor.

Seeing the Ledermann funeral in the lead, Karsen nudges the coach driver beside him. His words cannot be heard from this distance, but his gestures make it clear that he does not like the fact that the Fürstenrechts are in second place to the funeral of a commoner, however well-loved. The Fürstenrecht procession speeds up visibly, the sound of the thoroughbred horses' hooves reverberating loudly, making haste while trying to maintain decorum, despite the deafening clapping sound. Some of those on foot are forced to break into a rather undignified half-trot in order to keep up. The Fürstenrecht procession gains ground, but there is nowhere on the road where that can overtake the Ledermann funeral.

1:45

Both funerals arrive at the Garden of Morr, the Ledermanns in front and the Fürstenrechts pressing hard from behind. The Fürstenrecht guards try to take control of the gate and force the Ledermanns to step aside and allow their betters through. Tempers flare and scuffles break out between Ledermann mourners and the Fürstenrecht servants. A group of Ledermann mourners goes back to town to fetch the Watch. Meanwhile, dark rain clouds begin to gather.

2:00

Scuffles continue as the Fürstenrecht guards prevent the Ledermann mourners from entering. Father Erwin comes to the gate just as six watchmen arrive led by Captain Schäler. There are tense discussions as each funeral demands to be allowed in first.

With everyone distracted by the fracas at the gates, Einzel and Kautabach put Greta's plan into action. They take the opportunity to recover coffin B from the Fürstenrecht tomb, locking it behind them. Placing the coffin on a cart identical to the one bringing coffin A from the town, they hide behind the false tomb used as a store-room (X on the map).

2:15

Einzel and Kautabach find an opportunity to take coffin A (containing the doktor's body) from the altar and replace it with coffin B (containing the contraband). They then take coffin A behind the tool shed, leaving it covered with a cloth sheet beside a pile of dirt. They try to make it look like part of the pile of dirt, and a **Difficult (-10) Perception Test** is required to notice anything is wrong. The difficulty may be reduced to **Average (+20)** if any Character has reason to believe that the coffin has been hidden in that general area. The smugglers plan to return to the cemetery later, recover coffin B and its contraband from the Ledermann family tomb, and replace it with coffin A and the doktor's body.

If Gustav Weil sees the switch (GM's choice whether he sees this automatically or whether he must make a **Perception Test** whose Difficulty is determined by the circumstances at the time) he will try to sneak away and keep an eye on Coffin A. If he has an opportunity to examine it unobserved, he will do so. There is a chance that Willa will see him, decide that he is taking too close an interest in the doktor, and try to kill him.

A SUSPICIOUS COFFIN

Gustav Weil the Amethyst wizard is looking for evidence that Doktor Ledermann was involved in necromantic activity. His first step will be to use his Second Sight Talent to look for any traces of Shyish on or around the coffin which he believes to contain the doktor's body. Rules for this can be found on page 233 of the **WFRP** rulebook.

If he detects the presence of Shyish, Weil will first approach Father Erwin and then Captain Schäler, informing each of his suspicions. Depending on the GM's preference, they could believe him right away, or some **Charm** or other relevant Tests might be necessary. Remember that Weil is an outsider, in town unannounced and investigating a popular and respected person — and also that there is a rivalry between the Amethyst Order and the cult of Morr when it comes to dealing with necromancers.

If Weil is unable to convince the authorities of his findings — and assuming the Watch does not arrest him for his pains — he may approach the party to help him if he sees that they are also outsiders, or he may decide to take action on his own.

2:30

Albrecht Wenger, Ute Maller, and Willa Belbrag take up position at the back of the chapel. Christof Burcke stands to one side. Greta Ledermann and her sons speak quietly with Father Erwin, and a **Difficult (-10) Perception Test** allows any Character to see some money exchanging hands. The priest announces that all are made equal by death, and since the Ledermann party arrived first their funeral will be held first.

There are howls of outrage from the Fürstenrecht party, and a handful of young nobles try to throw the Ledermann coffin off the altar. The Watch intervenes, and Countess Minette orders the Fürstenrecht guards to escort the miscreants back to town.

2:45

The Ledermann funeral begins with the Fürstenrechts waiting impatiently outside, gesturing to Father Erwin to hurry things up.

2:50

With a heart-rending cry, Ute Maller bursts through the assembled mourners and throws herself on the coffin, clutching it with the strength of one deranged by grief and howling semi-coherently about the love she and Doktor Ledermann shared, his cruel rejection when she became pregnant, and the disgrace and poverty he brought upon her. Father Erwin stands by uncertainly as Greta Ledermann and her two sons do their best to pry the seemingly hysterical woman off the coffin. Giving the performance of her life, Ute allows Reiner and Dieter to lead her away, apparently spent with grief, before twisting out of their grasp and hurling herself back onto the coffin with even greater emotion. Whispers run through the crowd as the tale she spread earlier is retold to those latecomers who have not already heard it.

Under cover of this performance, Willa — seemingly a small child tossed around like a rag doll amid this storm of emotion — takes an opportunity to stab Father Erwin in the leg with one of her poisoned needles.

3:00

It begins to rain, and although the Ledermann funeral is not yet over, the senior Fürstenrechts push their way into the chapel to get out of the rain — coffin and all. More scuffles break out, and it takes a few minutes for order to be restored.

3:15

With the prayers over, Reiner, the elder of the doktor's two sons, gets up and begins to deliver a eulogy. As he speaks of his relationship with his father, Ute responds with sobs and bitter comments before throwing herself at the young man screaming venom about how she and her daughter were cast off and ignored. Willa manages to escape from her grasp and tries to disappear into the crowd, hindered by well-meaning mourners who try to help the 'little girl.' If she needs to, Willa will stick a couple of them with a poisoned needle in order to get away. If she can, she will ensure that her feigned flight takes her past Christof, whom she stabs in passing. Ute is eventually subdued and escorted back to town by two rival groups: friends of the Ledermann family who suspect the truth, and want to know who put her up to this (their suspicions strengthened by the quick glance she shoots at Wenger on the way out and by her lack of concern for her missing child), and those who long to pump her for the juicy details of her affair with this respected man.

FORGIVE ME, FATHER!

If (or more likely, when) Father Erwin is put out of action by Willa the assassin or by some other mischance, the funeral service is interrupted.

If he can be healed — which will require the Characters to intervene with just the right Skills and supplies — he can carry on after a short delay, during which several of the lesser plots may continue unhindered.

If he is killed or put out of action, Küster the sexton will be able to stand in and conduct an adequate funeral, if not a very refined one. Like most sextons, he received an initiate's training so that he can assist his priest at need. Needless to say, this option will not be at all satisfactory to the Fürstenrechts, but unless one of the Characters or someone else in the crowd happens to be a priest of Morr they have no other option.

Immediately Father Erwin collapses, foul play is suspected. Simultaneously, Gustav Weil and Captain Schäler announce that no one is to leave the cemetery. This results in an argument over who is in charge, and when the leader of the Fürstenrecht guards steps in claiming authority in the name of Countess Minette, matters become even more heated. Anyone who seems to be trying to leave is seized on with suspicion. Tempers flare until there is a real danger that a riot could break out.

3:45

The Ledermann funeral ends and the pallbearers pick up coffin B from the altar to take it to the family tomb. As they do so, the Fürstenrechts push them out of the way and get their coffin onto the altar as their guards hustle the mourners out.

Coffin B is ceremonially placed in the Ledermann tomb, and the mourners begin to disperse. If Weil is still alive, he tries to edge closer to Christof, using his Second Sight Talent to scan him for Shyish as he did with the coffin earlier. If he detects any trace he will withdraw for now, intending to follow the apprentice back to town and monitor his movements until he has enough evidence to take action.

Meanwhile, Willa takes care of any remaining targets she has identified. To the unobservant eye, she appears to be a child who has lost her mother and is wandering through the crowd at random. After Willa is satisfied, she ducks behind a convenient tomb and strips off her disguise, revealing the clothing of a Halfling townswoman beneath. In this guise, she quietly makes her way back to town.

4:00

With the Fürstenrecht funeral under way, Christof and his grave robbers, Morri, Klaus, and Willi, open the Ledermann tomb, having been provided with a duplicate key by their master, the doktor. If Christof is dead by this stage, the grave robbers have sufficient instructions to carry out the rest of the job. They switch coffin B for coffin C. They now have the contraband, thinking it is the doktor's body; in the tomb is an identical coffin with a stranger's corpse. They sneak back into tomb Y with coffin B.



4:05

In tomb Y, Christof and his grave robbers open coffin B and discover that instead of containing their master's body it holds a fortune in Ranald's Delight. They search the cemetery frantically but discreetly for the missing coffin. The grave robbers are dressed as labourers and will try to bluff their way through if challenged (Fellowship 35), claiming to be doing normal maintenance work. Only Father Erwin and Küster the sexton know that they do not belong here.

The Ledermann tomb is the first place they search, checking that the coffin they left there (coffin C) does indeed contain the body of a stranger. After that they widen their search, and during the next half hour they can be encountered anywhere — especially if their presence is inconvenient for the Characters. They will do their best to avoid being noticed, and will flee from any confrontation.

4:45

The Fürstenrecht funeral service concludes, and the late Countess Elise is carried to the family tomb. The tomb is found to be unlocked, and a grave robber is cornered inside, trying to hide after being caught searching the coffins, several of which lie open with their contents scattered on the floor. A struggle ensues as the man tries to escape, and seeing this Christof (if he is still alive) and the remaining grave robbers leave the cemetery as quickly and quietly as possible, using the secret entrance through which they entered.

5:00

There is a commotion behind the tool shed as Doktor Ledermann re-animates and forces his way out of his coffin and the cloth sheet that covers it. Frightened and confused, he flees at random, screaming horribly and spreading panic until he is hunted down and destroyed.

RIVALRIES

Several rivalries play out over the course of events. Their most obvious manifestations are covered in the timeline above, but the GM should keep in mind that they will affect all dealings between NPCs of rival groups. As a rule of thumb, all Fellowship-based tests made between members of rival groups will be one step more difficult than normal, and the difficulty may increase as events escalate.

The Ledermann Party and the Fürstenrecht Party: The high-born Fürstenrechts expect the Ledermann funeral to give way to theirs as a matter of respect, but Greta Ledermann must buy time to move the contraband that her gang has hidden in the noble tomb. Only she and her fellow smugglers, Einzel and Kautabach, know this, though. To the rest of the Ledermann mourners the conflict is either a prank, or a matter of principle, with the many friends of the popular doktor refusing to be pushed aside by the pompous and self-entitled nobles.

The Guards and the Law: While no one contests a noble family's right to maintain an armed retinue, the Fürstenrecht guards often take the law into their own hands, pushing the Watch aside and ignoring the Captain's authority. To make things worse, the guards are significantly better paid, better armed, and better equipped than the Watch. For their part the guards see the Watch as an irrelevance — even as an annoyance when their actions inconvenience the family.

The Priest and the Wizard: Many priests of Morr resent and distrust the Amethyst Magisters. On one hand, a visit from one is seen as an implicit criticism of their own abilities,

and on the other they distrust the wizards to resist the temptations of necromancy. Many Amethyst wizards believe that priests of Morr are too ill-trained in magic to be truly effective against necromancy, which is after all a magical discipline. Father Erwin and Magister Weil do not know each other, so their initial attitudes will be informed by these prejudices. As events unfold, the GM can decide whether they come to respect each other and cooperate, or whether they allow resentments to build and try to thwart each other.

The Wayward Son: Albrecht Wenger is consumed by years of resentment, but the Ledermanns at the funeral know nothing of him until he starts to put his plan into operation. He does not know about Willa's true nature and mission, believing that she is a young Halfling actress Ute has hired to play the part of a Human child.

The Former Colleagues and the Faithful Apprentice: The news of Doktor Ledermann's death sent a ripple of fear through his various contacts and correspondents. They hired Willa to kill Ledermann's apprentice Christof Burcke, as well as anyone else whom she suspects may know too much. Depending on how events play out, this list will probably include Weil and Father Erwin. The Characters may also find themselves targeted. Meanwhile, Christof himself is simply trying to ensure that his master's body reaches the hidden laboratory he has prepared, so that the ancient Khemrian ritual can be performed that will transform Doktor Ledermann into a Liche.

RESOLUTION

AFTERMATH

This adventure offers the Characters many chances to make an impression — good or bad — on various potentially useful NPCs.

The Ledermann Family will be suspicious of anyone who knows of their smuggling operation, but if the Characters help them keep it from being exposed at the funeral, then with the right background and some good dice rolls they can be turned into allies. Helping cover up the doktor's secret necromancy will also win their goodwill. Smugglers can obtain illicit goods (or regular goods cheaply) and can arrange for the transport of people and cargoes in a hurry, and without the authorities finding out.

The Fürstenrecht Family will be grateful for any assistance that preserves the dignity of the proceedings and ensures that their own funeral goes ahead smoothly. Like most noble families, though, their gratitude will be short-lived unless one or more of the party has the Noble Blood Trait. Anyone else had better ask for a favour before the day is out, and that favour had better be no more taxing than providing an introduction or issuing an invitation to a party. At the GM's option, Countess Minette may simply order one of her lackeys to toss the party a purse containing no more than 20 Crowns.

The Watch Captain will appreciate any success in preventing a disturbance or restoring order, especially (though he will never admit it) if it comes at the expense of the Fürstenrecht guards. In return he may offer the Characters a mission or two or give them some inside information on the town's people or its underworld.

Christof Burcke will appreciate any help in getting his master's body to the appointed place before time runs out and the doktor rises as a half-crazed Undead creature. Necromancy is a risky business, though, and he will be slow to trust the Characters until he feels that he has as much on them as they do on him. It goes without saying, too, that Corruption is a constant risk for those who meddle in such matters.

The Amethyst Order will be impressed by any Character who helps Weil expose the doktor and his apprentice, especially if this leads to the recovery of information on Ledermann's web of correspondents and allies. With Weil as a sponsor, a wizard Character who is not already affiliated with an Order may be accepted for training in the Lore of Death. Even if this is not the case, Weil can reappear as a useful contact and a source of further adventures against necromancers and the Undead.

The Cult of Morr will appreciate any successful efforts to help Father Erwin and thwart the necromantic plot, especially if the whole matter can be resolved without anyone — particularly the Amethyst Order — being able to claim any negligence or wrongdoing on the part of the good Father. The rewards on offer are similar to those available from the Amethyst Order: assistance, training, and leads to future adventures.



REWARDS

As well as the usual rewards for good roleplaying and bright ideas, experience points should be awarded for the following. There are variable amounts on offer: the more involved the Characters are with resolving the situation, the more points should be awarded.

- 💀 10-400 points each time conflict between the Ledermanns and Fürstenrechts is avoided, or order is restored.
- 💀 10-50 points each time Willa is prevented from killing someone.
- 💀 10-50 points for helping capture Christof Burcke.
- 💀 10-50 points for helping capture Willa Belbrag.
- 💀 20 points for dealing with the undead doktor.
- 💀 5-25 points for helping to expose the smuggling ring.
- 💀 5-25 points for helping stop Ute creating a scene.
- 💀 5-25 points for identifying Wenger and stopping the scandal he aims to create.

NON-PLAYER CHARACTERS (NPCS)

CURATORS OF THE DEAD



Father Erwin Trauer, Priest of Morr

Father Erwin is a tall, gaunt man with dark hair and a dark beard. His intense dark eyes are deep-set, and he seems to blink only rarely. He is dressed in the dark robes of a priest of Morr. His voice, when he speaks, is deep and resonant.

ERWIN TRAUER – PRIEST (SILVER 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	27	30	31	35	32	34	33	37	34	34	12

Traits: Weapon (Dagger) +5

Skills: Entertain (Storytelling) 45, Leadership 42, Lore (Theology) 75, Pray 56,

Talents: Bless (Morr), Hatred (Grave Robbers, Necromancers), Invoke (Morr), Read/Write

Trappings: Robes of Morr, Portal Pendant, Dagger, Book of scripture.

Hans Küster, Sexton

Hans goes about his appointed round slowly and quietly, with barely a word for the living. His gaze is downcast, his clothes stout but worn, and his stringy grey hair hangs down in his eyes beneath his battered, broad-brimmed hat.

HANS KÜSTER – TOWNSMAN (SILVER 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	32	34	33	36	33	35	32	37	35	32	15

Traits: Weapon (Club +7, Dagger +5)

Skills: Consume Alcohol 43, Dodge 37, Endurance 46, Lore (Theology) 27

Talents: Hardy (1), Read/Write, Sturdy (1), Strong Back (1)

Trappings: Rough clothing, Dagger, Hand Weapon (Club), Pick, Shovel, Wheelbarrow, Keys to garden gates, shed, and cottage.

THE TOWN'S FINEST



Typical Watchman

Schäler's watchmen are a mixed bunch, chosen more for their local knowledge, intelligence, and interpersonal skills than for their ability in combat.

WATCHMEN (SILVER 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	30	35	30	30	30	30	35	35	30	12

Traits: Armour (Arms 1, Body 1), Weapon (Halberd +7, Sword +7)

Skills: Charm 35, Cool 40, Gossip 35, Intimidate 40, Lore (Local) 45, Melee (Basic 40, Pole-Arm 45)

Talents: Etiquette (Guilder), Fearless (Criminals), Nose for Trouble

Trappings: Leather Jack, Hand Weapon (Sword), Halberd, Badge of office.

THE RECENTLY BEREAVED

**Captain Robert Schäler**

Robert Schäler is tall and stout, with a round, reddish face and a dark, bristling moustache. He is affable, outgoing, and diplomatic, always preferring to defuse a situation with words rather than making things worse through confrontation.

ROBERT SCHÄLER – WATCH CAPTAIN (GOLD 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	45	32	52	36	35	29	32	38	49	61	15

Traits: Armour (Arms 1, Body 3, Head 2),
Weapon (Halberd +9, Sword +9)

Skills: Charm 68, Cool 55, Gossip 67, Intimidate 57,
Leadership 71, Lore (Local) 46,
Melee (Basic 55, Pole-Arm 57)

Talents: Argumentative, Commanding
Presence, Etiquette (Guilder), Fearless
(Criminals), Nose for Trouble

Trappings: Leather Jack, Breastplate, Hand Weapon
(Sword), Halberd, Open Helm, Badge of Office.

**Greta Ledermann, Widow (and Smuggler)**

Greta is a heavy-set woman in her 50s, with deep-set blue eyes and a shrewd expression. While the world knows her as the wife of a respected local physician, she secretly runs a major smuggling gang that accounts for more of her household's income than her late husband's patients. From 'Tax Free' Brettonian wines to illegal Weirdroot, there are few products Greta hasn't moved in her day. She has been using the von Fürstenrecht family tomb as a staging area, and in addition to attending her husband's funeral in the role of grieving widow she suddenly has to move a coffin full of illicit goods before it is discovered.

**GRETA LEDERMANN
MASTER SMUGGLER (BRASS 5)**

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	28	32	33	36	45	42	46	53	52	36	14

Traits: Weapon (Dagger) +5

Skills: Bribery 46, Charm 41, Cool 57, Consume
Alcohol 46, Evaluate 58, Gossip 46, Haggle 46,
Leadership 41, Lore (Local 58, Medicine 58),
Perception 50, Secret Signs (Smuggler) 58

Talents: Briber, Cat-tongued, Dealmaker, Etiquette
(Criminals, Guilder), Nose for Trouble

Trappings: Dagger, Mourning Dress



Reiner and Dieter Ledermann, Sons (and Smugglers)

The Ledermann boys are both tall, rangy, and handsome, with ready smiles and an easy charm. As far as the town knows, both were apprentices to their late father. Now in their early 20s, it is widely expected that one or both of them will take over his practice. However, they have spent far more time helping their mother with her smuggling operation, and their medical knowledge consists mainly of a few half-understood words and an ability to imitate their father's bedside manner.

REINER AND DIETER LEDERMANN SMUGGLERS (BRASS 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	33	33	32	35	38	41	39	33	37	38	12

Traits: Weapon (Dagger +5, Sword +7)

Skills: Bribery 43, Charm 43, Cool 42, Consume Alcohol 45, Gossip 43, Haggle 43, Lore (Local 38), Perception 43, Secret Signs (Smuggler) 37

Talents: Briber, Criminal, Dealmaker, Etiquette (Criminals, Doktor, Guildler)

Trappings: Dagger, Hand Weapon (Sword)



Typical Townsperson

The town's middle class has come out in force to mourn this respected and popular physician. Whenever you need a profile for a townsperson, you can use this one.

TOWNSFOLK – TOWNSMAN (SILVER 2)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	33	33	33	33	38	35	33	38	33	38	12

Traits: Weapon (Dagger) +5

Skills: Charm 43, Gossip 43, Lore (Local) 48

Talents: Etiquette (Guildler), Gregarious

Trappings: Dagger, Goods Worth 1d10 Brass Pennies

THE UPPER CRUST Countess Minette von Fürstenrecht

The new head of the house of Fürstenrecht is a thin, beak-nosed woman in her early 50s. She has been waiting for her great aunt to die for some years, and is determined that her first act as head of the family will be to give the departed Countess a funeral that will impress the locals, do honour to her memory, and cement Minette's position as a leader.

MINETTE VON FÜRSTENRECHT MAGNATE (GOLD 5)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	25	28	27	32	41	26	35	48	37	48	11

Traits: Prejudice (the lower classes),
Weapon (Dagger) +3

Skills: Bribery 53, Charm 53, Consume Alcohol 42, Intimidate 32, Intuition 46, Leadership 53, Lore (Local) 53, (Politics) 58, Perception 46

Talents: Etiquette (Nobles), Noble Blood, Read/Write, Schemer



Typical Junior Fürstenrecht

Countess Minette is accompanied by several lesser Fürstenrechts. If a profile is needed for any of them, this one can be used.

JUNIOR FÜRSTENRECHT – SCION (GOLD 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	30	30	30	35	30	35	30	30	35	12

Traits: Prejudice (The Lower Classes),
Weapon (Dagger +5, Rapier +7)

Skills: Bribery 40, Consume Alcohol 40, Intimidate 40, Melee (Fencing) 43

Talents: Etiquette (Nobles), Noble Blood, Read/Write

Trappings: Dagger, Rapier, 3d10 Silver Shillings



Typical Fürstenrecht Servant

The Fürstenrecht party is attended by a flock of servants, mostly maids and footmen. If a profile is needed for any of them, this one can be used.

FÜRSTENRECHT SERVANT – CAREER (SILVER 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	30	30	30	30	35	35	30	30	30	30	12

Traits: Weapon (Dagger) +5

Skills: Dodge 40, Endurance 35

Talents: Beneath Notice, Etiquette (Servants)

Trappings: Refreshments worth 2d10 Brass Pennies



Typical Fürstenrecht Guard

No aristocrat of the Countess's stature would ever set foot out of doors without a retinue of guards. While they are mostly intended to overawe the lower orders and enforce proper respect, they are more than capable of protecting their noble masters.

FÜRSTENRECHT GUARD – GUARD (SILVER 2)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	40	30	35	40	30	35	30	30	30	30	14

Traits: Armour (Body 2, Head 2),
Weapon (Sword +7, Halberd +7)

Skills: Dodge 40, Endurance 45, Intimidate 40,
Melee (Basic 45, Polearm 50), Perception 35

Talents: Etiquette (Servants), Strike to Stun

Trappings: Hand Weapon (Sword),
Halberd, Mail Shirt, Open Helm

THE APPRENTICE

Christof Burcke

Christof is a slender man of about 25, with mid-brown hair and light-green eyes. He speaks little and many people think he is modest, but beneath his quiet, well-mannered demeanour he is secretive to the point of paranoia.

CHRISTOF BURCKE WIZARD'S APPRENTICE (BRASS 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	31	33	35	31	28	31	37	36	29	12

Traits: Prejudice (Strangers), Weapon (Dagger) +6

Skills: Dodge 33, Heal 40, Language (Magick) 43,
Lore (Magick) 41, Perception 36

Talents: Field Dressing, Petty Magic, Read/Write

Trappings: Dagger, Grimoire containing
Raise Dead and Vanhel's Call

SPELLS

Petty: Dart, Drain, Rot



Christof's Grave Robbers

Morri, Klaus, and Willi, the three grave robbers are dressed in dark clothing, with crudely-made pendants shaped like the portal of death, one of Morr's symbols. If challenged, they will claim to be groundskeepers; if anyone points out that Küster is the only groundskeeper here, they will claim that he has called them in to help out with today's busy schedule. However, they will go to considerable lengths — including violence — to prevent anyone checking with Küster about this

MORRI, KLAUS, AND WILLI – GRAVE ROBBERS (BRASS 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	45	30	40	35	40	30	35	30	40	35	19

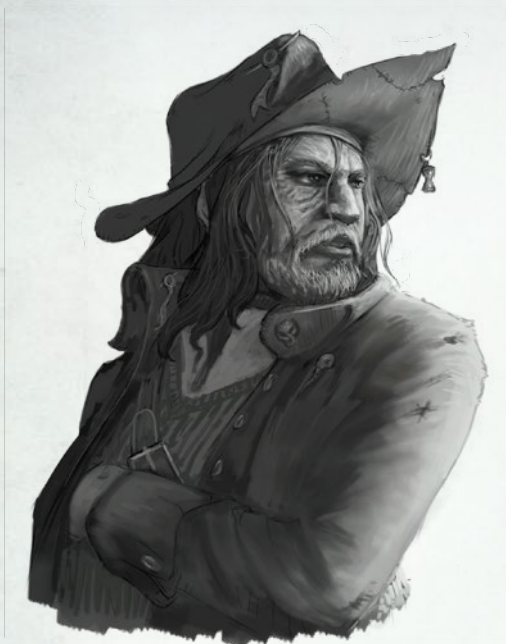
Traits: Armour (Arms, Body) 1, Flee! 2, Prejudice
(The Law), Weapon (Club +8, Dagger +6)

Skills: Athletics 40, Dodge 35, Melee (Basic) 50,
Perception 45, Stealth (Urban) 45

Traits: Flee! 2

Trappings: Hand Weapon (Club),
Dagger, Leather Jack

THE INVESTIGATOR

**Gustav Weil, Amethyst Wizard**

Gustav Weil is a tall, gaunt man with shoulder-length hair that looks black in some lights and brown in others. He speaks little and almost never smiles. Weil is in plain clothing, with nothing about his person to identify him as an Amethyst wizard. He carries his credentials in an inside pocket of his coat, along with various spell ingredients.

GUSTAV WEIL – MASTER WIZARD (GOLD 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	45	32	34	42	37	41	37	48	46	35	15

Traits: Prejudice (Priests of Morr),
Weapon (Dagger) +5

Skills: Channelling (Shyish) 51, Cool 52, Dodge 46,
Intimidate 41, Intuition 60, Language (Magick) 61,
Lore (Magick) 58, Melee (Basic) 52, Perception 59

Talents: Aethyric Attunement, Arcane Magic
(Lore of Death), Instinctive Diction, Menacing,
Petty Magic, Second Sight, Read/Write

Trappings: College License, Dagger, Assorted Spell
Ingredients, Bribe Money (3d10 Silver Shillings)

SPELLS

Petty: Protection from Rain, Sly Hands, Warning
Arcane: Aethyric Armour, Mundane Aura, Teleport
Lore of Death: Caress of Laniph, Dying
Words, Sanctify, Swift Passing

THE WAYWARD SON AND HIS ALLIES

**Albrecht Wenger, Wayward Son**

The product of a dalliance in the doktor's student days, Albrecht grew up believing that his mother was actually an older sister until she confessed the truth on her death-bed. His attempts to reconnect with his true father were rebuffed. Albrecht is so embittered that he intends to cause a scandal and blacken the Ledermann name. There is little to be gained by Albrecht in publicly revealing himself to be the doktor's son — especially if the doktor's necromantic experiments are uncovered — and is only likely to reveal this fact to an especially charming or sympathetic Character.

ALBRECHT WENGER – TOWNSMAN (SILVER 2)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	32	33	30	31	37	41	32	36	32	37	12

Traits: Prejudice (Ledermann
Family), Weapon (Dagger) +5

Skills: Bribery 42, Charm 42, Dodge 46,
Gossip 42, Haggle 42, Melee (Brawling) 38

Talents: Dealmaker, Etiquette (Guilder), Read/Write

Trappings: Dagger, Fine Clothes, Assorted
Love Letters between his mother and father.





Ute Maller, Actress

Tall and blonde, Ute is a starry-eyed dreamer who longs for fame on the stages of the Empire's great theatres. For this 'role' she has thrown herself into the character of a heartbroken and mistreated lover, still clinging to the belief that the doktor truly loved her more than the wife that duty bound him to. Her black dress is worn and out of fashion, carefully chosen to highlight that 'Ute' is down on her luck. Her over-applied makeup is now ruined by her excessive crying. Her hair is tied back in a black head scarf, which attracts more attention as she competes with Greta for the role of 'chief mourner'. Ute has put aside her normally refined accent in favour of a loud and demanding tone that the actress expertly projects over any crowd, guaranteed to embarrass the family as much as possible.

Though Albrecht did not tell Ute about the circumstances of his own birth, she has figured out the truth from some of the details in the 'role' Albrecht has tasked her with portraying at the funeral. Should Willa be uncovered as an Assassin, Ute will waste little time in attempting to deflect any accusations away from herself and onto Albrecht.

UTE MALLER – ENTERTAINER (BRASS 5)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	32	28	29	32	31	37	35	32	33	37	11

Traits: Weapon (Dagger) +4

Skills: Charm 45, Entertain (Acting) 54, Gossip 44

Talents: Attractive, Mimic

Trappings: Fashionable Stiletto (Dagger), Make-up, Wide Variety of Handkerchiefs

THE ASSASSIN Willa 'the Seamstress' Belbrag

Willa is dressed as a Human girl of about six years old, in dark clothing with a veil obscuring her face. Beneath this disguise, she wears the clothes of a Halfling townswoman. If Willa is exposed, she will erupt into an extremely strong accent of the GM's choice and make a break for it, fighting only if cornered.

WILLA BELBRAG – HITWOMAN (SILVER 4)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
3	45	27	23	40	47	55	42	42	53	26	13

Traits: Weapon (Dagger +4, Knuckledusters +7*)

Skills: Athletics 63, Dodge 65, Cool 66, Endurance 45, Entertain (Acting) 43, Melee (Basic 52, Brawling 55), Ranged (Thrown) 43, Stealth (Urban 64, Rural 68)

Talents: Beneath Notice, Careful Strike 3, Combat Reflexes 4, Dirty Fighting 3, In-Fighter, Reversal

Trappings: Concealed Dagger, Doll with detachable limbs. When a limb is detached, it uncovers a needle smeared with Black Lotus (WFRP page 306), Knuckledusters

*The damage from Willa's Knuckledusters includes the bonus from Dirty Fighting, which she will always apply if forced to fall back on her fists!



THE SMUGGLERS

Hannes Einzel, Smuggler

A roguishly handsome individual in his early 30s, Einzel is of medium height and athletic build, with dark-brown hair and eyes. On the job he is focused and professional, projecting the air of one who has seen and done it all. Beneath this world-weary exterior, he lives for the excitement of close shaves and perilous situations. He and Kautabach have been partners for years, and trust no one but each other.

HANNES EINZEL – SMUGGLER (BRASS 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	33	36	34	41	42	38	37	33	36	30	14

Traits: Armour (Arms, Body) 1, Prejudice (The Law), Ranged (Pistol) +8, Weapon (Sword) +7

Skills: Athletics 43, Bribery 35, Charm 35, Cool 45, Consume Alcohol 48, Gossip 42, Haggle 35, Lore (Local) 47, Melee (Basic) 47, Perception 47, Ranged (Blackpowder) 45, Secret Signs (Smuggler) 48, Stealth (Urban) 43

Talents: Criminal, Dealmaker, Deadeye Shot, Etiquette (Criminals)

Trappings: Leather Jack, Hand Weapon (Sword), Dagger, Pistol and 20 shots

Kautabach, Smuggler

Standing more than 7-ft tall and with his face almost completely hidden by a mass of hair, beard, and eyebrows, Kautabach is a striking figure. With his great strength and imposing build, he is a great asset to the Ledermann smuggling operation. He seldom speaks to anyone except Einzel, who does the talking for both of them. Kautabach is a nickname. He tells no one his real name — not even Einzel. (It's actually Vivian.)

KAUTABACH – SMUGGLER (BRASS 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	43	45	55	48	38	32	33	36	42	28	21

Traits: Armour (Arms, Body) 1, Prejudice (The Law), Ranged (Crossbow) +9, Weapon (Sword) +13

Skills: Athletics 43, Cool 47, Consume Alcohol 55, Intimidate 68, Melee (Basic 55, Brawling 52), Perception 43, Ranged (Crossbow) 51

Talents: Criminal, Fast Shot 2, Hardy, Strike Mighty Blow 4, Strong Back 4

Trappings: Leather Jack, Hand Weapon (Sword), Dagger, Heavy Crossbow and 20 bolts

THE RESTLESS DOKTOR



Doktor Albrecht Ledermann (deceased)

Doktor Ledermann looks like a three-day-old corpse, which he is. Without the Khemrian ritual by which he planned to rise as a Liche, he is something like a Zombie, but self-willed and possessed of a small fraction of his living intelligence. He is confused, disoriented, and afraid of everyone and everything, running blindly through panicking crowds until he is stopped. Because of his unique condition he lacks the Traits Construct and Unstable.

DOKTOR ALBRECHT LEDERMANN – UNDEAD

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	45	-	30	30	5	10	15	5	5	5	12

Traits: Afraid (everyone except Christof Burcke), Dark Vision, Fear 2, Frenzy (if cornered), Painless, Undead, Weapon (Bite) +3, Weapon (Claw) +5

Trappings: The clothes he was (almost) buried in, Rings worth 3 Gold Crowns



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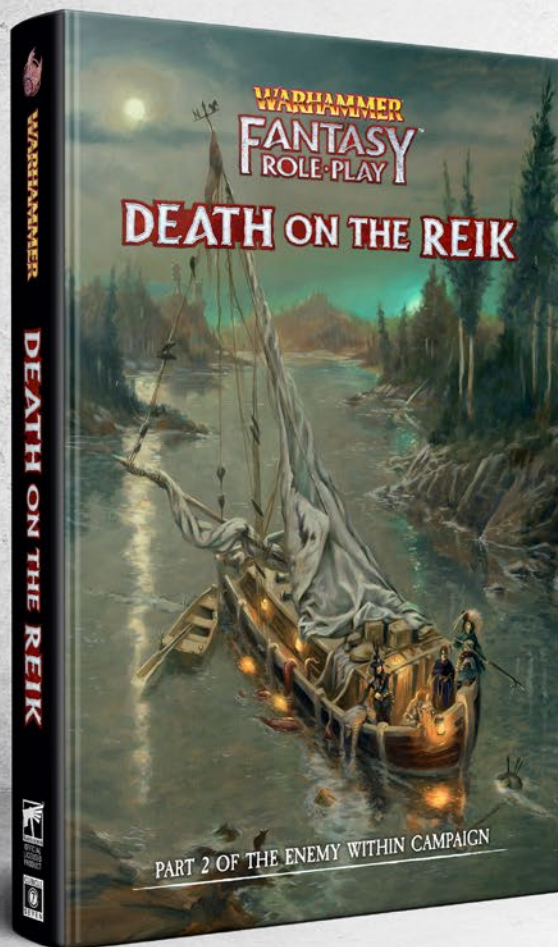
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